

DETAILED
UNIT STATS

WORLD IN CONFLICT™

PRIMA OFFICIAL GAME GUIDE



BASED ON A GAME TEEN
RATED BY THE
ESRB

SIERRA™

MASSIVE™
ENTERTAINMENT

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LESSON 2: MOVING AND ATTACKING

Now that you are familiar with how to look around the battlefield, it is time to learn how to give orders to your units.

Selecting a Unit

The first thing you must do is select a unit. This is simple. Just left-click on a unit to select it. To select more than one unit, you can left-click and hold on the screen while moving the cursor to drag a box around the units you want to select. Double-clicking on a unit selects all units of that same type on the screen. You can also select units by clicking on their markers in the unit display at the bottom of the screen. If you double-click on a marker here, it selects all units of that type no matter where on the map they are. Finally, another way to select multiple units is to select one, then, while holding down **Shift**, left-click on additional units.



TIP

All units have markers to help you spot them on the battlefield and to designate what type of unit they are. These markers are colored differently depending on to whom the unit belongs. Your units have green markers, friendly units have blue markers, and enemy units have red markers. When you select a unit, the border of the marker turns white to indicate a currently selected unit.

Order Palette

Some orders can be given to units by right-clicking on a location or other unit. You can also give orders with the order palette in the lower-right corner of the screen. To give an order using this method, left-click on the desired button, then follow the directions that appear at the bottom of the screen. Some orders happen automatically while others require you to left-click on a target. Below is a list of the orders available on the order palette. For more information on some of these orders, continue reading.



#	NAME	DESCRIPTION	HOTKEY
1	Resupply Squad	Reinforce the selected infantry squad.	Insert
2	Next/ Previous Special Ability	Cycle through the special abilities if there is more than one type of unit selected.	Shift + E / Shift + R
3	Offensive Ability	Activate one of your unit's special abilities.	E
4	Defensive Ability	Activate one of your unit's special abilities.	R
5	Stop	Order your selected units to stop moving.	T
6	Attack Ground	Order your selected units to fire on the selected coordinates rather than a target.	F
7	Hold Fire	Order your selected units to stop firing.	G
8	Move	Issue a move order to selected units.	N
9	Move Backward	Issue a reverse move order.	Shift + N
10	Unload All	Unload all infantry from selected transports or buildings.	U
11	Repair	Issue a repair order on one of your own or friendly units.	J
12	Waypoints	Issue a move order with multiple waypoints.	Shift
13	Follow Unit	Order selected units to follow another unit.	I
14	Enter Nearest Transport	Tell selected infantry to enter nearest empty transport vehicle.	Y
15	Enter Nearest Building	Tell selected infantry to enter nearest empty building.	H



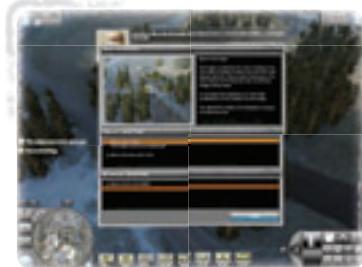


Succeeding requires a basic understanding of both strategy and tactics. Strategy is the overall plan you form to complete your objectives. You then employ tactics to make the strategy work. For example, your objective may be to capture several command points during a mission. While planning a strategy, you would determine in which order you would capture the command points as well as the types of support you might need. Tactics come into play as you determine how you will capture each command point, the units you need, and how you will use them. A good commander always considers tactics when planning the overall strategy.

GENERAL TACTICS

Tactics take many things into consideration. The U.S. Army has created an acronym that helps ensure you consider everything important before going into battle—METT-T. This stands for mission, enemy, terrain, troops and support, and time available.

Objectives



Objectives—essentially your orders—are actions that must be completed to win the mission or game. It is important to carefully read your objectives—and

to read them often. During the heat of battle, objectives may change, and frequently you receive new objectives based on how well you completed previous objectives. During the single-player campaign, you get new objectives all the time. Your commanding officer is conducting the strategy and giving you new orders as situations develop. You receive messages about objectives along the left side of the screen. But be sure to take time to open the objective menu to read the specifics. The description explains what you must do to complete the objective as well as what constitutes a failure. For example, you may be ordered to hold a command point. If the enemy takes control of the position and fortifies it, then you failed the objective.

Some objectives also list a time limit. If so, you must consider how quickly you must move to complete the objective before time runs out, which results in failure. Multiplayer games are all time based, so time is an important factor in determining which tactics to use to complete your mission.



The tactics in this chapter are by no means the only ones you can use. Part of the fun of playing *World in Conflict* is experimenting with tactics you create yourself or discover as you play against the computer opponents during the single-player campaign or live opponents during multiplayer games. Be ready for those "That was so cool!" moments as you try something on a whim or out of desperation and are rewarded with a great result.



Domination

In domination mode, each team fights for control over a number of command points on the map. As one team controls more command points, the domination bar moves in their favor. If you take control of all the command points, the domination bar moves twice as fast. Once the bar fills completely for one side, the game is over. Otherwise, whichever side has most of the bar when the timer runs out is the winner.



When playing domination games, it is a good idea to get as many command points as quickly as possible. The goal is to get the bar moving in your favor early on to give you time to get some fortifications built at the command points. As you get more reinforcements points, you can then send heavier, slower units forward to hold the command points from enemy attack.

Assault

Assault mode games are played in two rounds. During the first round, one player is the attacker and the other the defender. While there are several command points to capture, only one appears at a time. As soon as the attacker takes control of the perimeter points for a command point, it disappears and the next command point appears. When the attacker has captured all the command points or the timer runs out, the second mode starts and the defending player now gets to be the attacker and vice versa. The new attacker is trying to beat the other player's results by either capturing more command points or capturing them all in less time.



The fighting is usually concentrated around the current command point, but it is a good idea, whether you are the attacker or defender, to send units to the locations for the next command point so you can either secure it or defend it as soon as the current command point is captured. When playing as a team, you might even have some of your teammates head to the next command point while you secure the first one. Then once that is accomplished, you head to the third command point while your teammate secures the second, thus leapfrogging across the map to the last command point.

Tug-of-War



Tug-of-war can be one of the most intense game modes. A single command point of 2-4 perimeter points serves as a front line. Once one team captures all of these

points, then another command point line appears on the opposing side's part of the map. When this command point is captured a third and final waypoint appears. If the advancing team captures it, the game is over. However, if the defenders can hold it and capture the previous command point, they push the line back the other way. If neither side pushes the line all the way before the timer runs out, the side that controls most of the map is the winner.

This game mode requires you to spread out your force and advance along a wide front. As you begin to push the line, you must not only try to capture the new command point line, but also defend the old one, since that is how the enemy can push the line back. It is great to have a teammate playing the support role, since this person can bombard the perimeter points in advance of your units to clear them out so you can roll right onto them without fighting. As you advance the line, your deployment zone also advances across the map, allowing you to drop reinforcements right next to the line.



THE DAMAGE MODEL

Once a projectile hits a unit, the actual damage done is calculated with the following formula. "Damage" and "armor piercing" are per-unit attacker variables; "armor" is a target variable.

$$\left(\left[\frac{\text{Armor Piercing}}{\text{Armor}} \text{ if } \leq 0.2 \text{ the deflect} \right] - (\text{Random 0 to 0.2}) \right) \text{ if } \geq 1.0 \text{ then clamp to 1.0} = \text{Damage dealt}$$

- If the armor piercing/armor ratio is less than 0.2, the projectile simply cannot penetrate the armor and no damage is done.
- If the projectile does penetrate the armor, a random value between 0 and 0.2 is subtracted from the armor piercing/armor ratio. This introduces a small random element, the effect of which is most pronounced when the projectile barely penetrates the target. If the armor-piercing value is much larger than the armor value, this random element will have no effect; if the projectile just barely penetrates, occasionally no damage at all will be dealt.
- If the ratio is larger than 1 even after the random subtraction, full damage is dealt. The maximum damage dealt cannot be larger than the unit's scripted damage value.

ARMOR

Armor combines firepower with mobility. These vehicles are protected from small-arms fire by their armor and can cause a lot of damage to other units, including enemy armor. Because of this, tanks are great for spearheading an attack as well as for defending a position. The other members of the armor category, the transports, are also protected by armor and armed with weapons that complement the tanks' main guns. An armored force with both tanks and transports can engage any type of enemy on the battlefield.

 **NOTE**

Armor units can run over and kill infantry units. For armor players, the Force Move key (N) is most valuable when attempting to run over infantry in the open.



Amphibious Armored Transports



U.S.: AAVP7A1



U.S.S.R.: BTR-80



NATO: Luchs

Amphibious armored transports have lighter armor than other armored units, and move as slowly as a heavy tank. While not armed with as heavy firepower as an armored transport, they have the ability to attack all types of units, including helicopters. However, this unit's ability to move through water can give you some tactical flexibility, allowing you to cross deep water, such as rivers, without having to use fords and bridges. They can also be used on coastal maps to flank the enemy by traveling on the water around defensive positions on land.

OFFENSIVE SPECIAL ABILITY: MK-19 Grenade Launcher (U.S.) or HEI Rounds (U.S.S.R. and NATO)

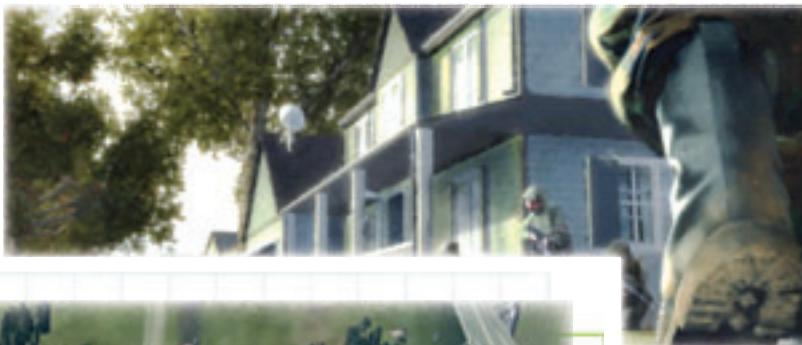
These special abilities are very effective against infantry and light vehicles. The U.S. MK-19 fires several grenades within a small radius that attack everyone in the area. HEI (high-explosive incendiary) rounds are fired by the same gun as the normal ammunition, but they have an added blast as well as fire effect, increasing the damage inflicted.

DEFENSIVE SPECIAL ABILITY: Smoke Screen

These transports have smoke mortars, which can be fired to provide an instant cloud of smoke around the tank. This is useful when you come under attack and want to withdraw.

STATS	
Cost Infantry	850
Cost Armor	650
Cost Support	1,000
Cost Air	1,000
Score	16.9
Health	1,102
Max Speed	12 m/s
Armor (front/side/rear/top)	400/350/300/300
View Range	145 m
Perception Range	20 m
Offensive Special Ability	Grenade launcher barrage or HEI rounds
Recharge Time	25 s
Defensive Special Ability	Smoke screen
Recharge Time	45 s
Projectile Type	Straight
Fire Range	140 m
Max Direct Damage	158
Armor Piercing	120
Max Blast Damage	168
Blast Armor Piercing	80
Blast Radius	4 m
Target Ground Vehicles	Yes
Target Infantry	Yes
Target Air	Yes
Transport Infantry	Yes

**THE HILLS ABOVE
PINE VALLEY**
1000 HOURS • FOUR DAYS
AFTER THE INVASION



PRIMARY OBJECTIVES

- 1 SECURE THE GAS STATION.
- 2 CLEAR THE WAY INTO PINE VALLEY.
- 3 SECURE THE TV STATION.
- 4 DEFEND THE SUPERMARKET.
- 5 RETAKE THE SOUTHEASTERN APPROACH.
- 6 HOLD THE SOUTHEASTERN APPROACH.
- 7 DEFEND THE TOWN SQUARE.
- 8 BREAK THE SOVIET OFFENSIVE.

SECONDARY OBJECTIVES

- 1 ELIMINATE THE SOVIET SNIPER.
- 2 CLEAR THE STRONGPOINTS ASAP.
- 3 ELIMINATE THE SOVIET FORWARD OBSERVER.
- 4 HELP CAPTAIN BANNON WITH REPAIRS.
- 5 DESTROY THE ENEMY MORTARS.
- 6 AID THE ARTILLERY.

THE BATTERED U.S. BATTALION LED BY COLONEL SAWYER IS ORDERED TO MAKE A STAND IN THE TOWN OF PINE VALLEY. DESTROY THE SOVIET AIRBORNE TROOPS ALREADY PRESENT, AND PREPARE DEFENSES AGAINST THE ONCOMING SOVIET INVASION FORCE.

SUGGESTED STARTING COMMAND
M2A2 BRADLEY IFV ARMORED TRANSPORT (3)
M1025 HMMWU TROOP TRANSPORT
ANTI-TANK INFANTRY SQUAD
DEMOLITION ENGINEER (3)

THE TOWN OF PINE VALLEY

Pine Valley is a small town where there is going to be a big fight. Your drop zone is northeast of town. You begin your attack from this area.



Secure the Gas Station

ORDERS



SOVIET UNITS ARE ALREADY OCCUPYING PINE VALLEY. IN ORDER TO RECLAIM THE TOWN, WE ARE MOUNTING A HASTY ATTACK AGAINST PERIMETER TARGETS. FIRST RECLAIM THE GAS STATION AND THEN DIG IN. FURTHER ORDERS WILL BE GIVEN ONCE THE OBJECTIVE HAS BEEN ACCOMPLISHED.



Request the units you need to start this mission.

only armor you have, so take along three of these. In addition, a Humvee can repair your vehicles as they take damage. An anti-tank infantry squad can take cover in buildings near the gas station and help take out enemy armor. Finally, you have access to three demolition engineers. These units are great for blowing up buildings. Though they are not required for this mission, you can still use them and get some practice with their special abilities. Order your units and position your drop zone so you can get your units on their way.

SECONDARY ORDERS: ELIMINATE THE SOVIET SNIPER



A SOVIET SNIPER HAS TAKEN UP POSITION SOMEWHERE NEAR THE GAS STATION. LOCATE AND ELIMINATE HIM.



NOTE

You must complete all secondary objectives to earn the Silver Star.



An enemy sniper perches on the smokestack near your drop zone. He could cause a lot of damage to your infantry; you must eliminate this threat. One way to do it is to order your Bradleys to attack. This takes a while but is safe since the sniper's rifle cannot damage your armored transports.



The sniper is on this smokestack. Try sending in a demolition engineer to destroy the smokestack. Use a smoke screen and the armored protection of a Bradley.

transports. A more exciting way to complete this secondary objective is to load one of your demolition engineers inside a Bradley and drive it right next to the smokestack. Use the Bradley's smoke screen ability to hide the area, then unload the engineer. Quickly order him to place a demolition charge on the smokestack and then get back into the Bradley. Drive the Bradley back to your drop zone and unload the engineer. Click on the ability button again to detonate the charge and bring the smokestack crashing to the ground, and the sniper along with it.

Mission 03: Battle for Pine Valley



Advance on the gas station.

Now it is time to head for the gas station. Load up your infantry units and drive your vehicles to a position behind the building to the north of the gas station. Unload the anti-tank infantry and send them sprinting into the building for cover. This squad can engage the enemy armor as well as the fortifications. Position your Bradleys in a line to the west of the building and begin firing TOWs at the enemy armored units. Keep your Humvee behind to repair their damage and to engage the enemy infantry squads.

The cavalry has five Sheridan light tanks they can fly in for you to use. Open the tactical aid menu and order them one at a time. They are airlifted to the position you choose. As soon as you have enough TA points, bring them in as quickly as you can. It takes a while for them to arrive. Once they do, move them over to the Bradleys to help support your attack. The Soviets usually have an infantry squad inside the gas station, so engage them and destroy the structure in the process.



Request the Sheridan tanks from the tactical aid menu.

Historical Sidebar

Not many people know that the United States and the Soviet Union came very close to war in 1984. Soviet spies were watching the Pentagon, the White House, and other government buildings; their job was to count the number of lighted windows each night. The idea was that if the U.S. was planning a war or something major, strategists would be putting in long hours with lots of people working late into the night.

The U.S. and NATO were planning a major military exercise in 1984. Since there was a lot to do to get ready for this exercise, many people worked late. The Soviets feared that the exercise might be a ruse disguising a surprise attack. The Soviet military went on high alert, and the leadership even considered a preemptive strike against the West—with nuclear weapons. Luckily, cooler heads prevailed, the exercise was only an exercise, and war was avoided.



TIP

Before you rush to capture both of the command points around the gas station, wait for some of the Sheridans to arrive. They come in handy as the Soviets counterattack.



Anti-tank infantry take position on the rooftop of the police station.

After the gas station is either cleared or destroyed, send your anti-tank infantry squad to the police station southwest of the gas station. They move up onto the roof and fire their rockets at any nearby enemy vehicles. You can also order them to fire on the Soviet fortifications at the eastern command point. Once the fortifications have all been destroyed, move your vehicles onto the command points so the construction of your own fortifications can begin. Watch out for enemy attacks from the south and southeast. Keep your Bradleys near your tanks to help engage infantry while your Sheridans deal with the armor.

Clear the Way into Pine Valley

ORDERS



PHASE TWO OF THE ATTACK TO RETAKE PINE VALLEY HAS BEGUN. YOU ARE ORDERED TO CLEAR THREE ENEMY DEFENSIVE POSITIONS ALONG THE OUTER PERIMETER. BANNON AND CHARLIE COMPANY WILL ATTACK ALONG THE WESTERN FLANK IN THE DIRECTION OF THE TOWN SQUARE WITH WEBB AND ALPHA COMPANY IN SUPPORT.

SECONDARY ORDERS: CLEAR THE STRONGPOINTS ASAP



THE SOVIET MAIN FORCE IS NOT FAR OUT, AND THE SOONER WE GAIN ENTRY TO THE CITY THE BETTER. DESTROY THE SOVIET FORTIFICATIONS BEFORE YOU RUN OUT OF TIME.

AIRBASE

Under a scorching desert sun, Soviet and U.S. forces battle for control of an important airbase in the Nevada desert.

This map can be tough for the attackers since they must push through narrow canyons that funnel their advance right into the defenders. Artillery fire and tactical aids can really help break up the defenses.



NATO UNITS

Unit Type	Infantry Squad	Anti-Tank Infantry Squad	Sniper	Demolition Engineer	Airborne Infantry Squad	Troop Transport	Transport Truck	Light Tank	Medium Tank	Heavy Tank
Unit Name	NATO Infantry Squad	NATO Anti-Tank Squad	NATO Sniper	NATO Demolition Engineer	NATO Airborne Infantry Squad	D90	TRM 4000	FV101 Scorpion	Chieftain Mk 5	Leopard 2A4
Cost for Infantry Role	650	800	500	600	N/A	550	300	N/A	1,000	N/A
Cost for Armor Role	1,000	N/A	N/A	900	N/A	700	N/A	600	800	1,200
Cost for Support Role	850	N/A	N/A	600	N/A	550	N/A	N/A	1,200	N/A
Cost for Air Role	1,000	N/A	N/A	900	N/A	850	N/A	N/A	1,200	N/A
Score	14.3	16.9	5.2	6.5	10.4	11.7	6.5	15.6	20.8	31.2
Health	490 (each soldier)	490 (each soldier)	490	490	490 (each soldier)	857	1,225	1,408	1,592	1,837
Max Speed	5 m/s	5 m/s	5 m/s	5 m/s	5 m/s	18 m/s	17 m/s	16 m/s	14 m/s	12 m/s
Armor (front/side/rear/top)	100/100/100/100	100/100/100/100	0/0/0/0	100/100/100/100	100/100/100/100	150/150/150/150	150/150/150/150	475/300/275/275	650/500/375/375	1,100/800/550/550
View Range	220 m	220 m	220 m	220 m	220 m	145 m	145 m	100 m	105 m	120 m
Perception Range	50 m	50 m	50 m	50 m	50 m	50 m	50 m	20 m	20 m	20 m
Offensive Special Ability	Grenade launcher barrage	N/A	N/A	Demolition charge	Direct artillery	Armor-piercing bullets	N/A	HESH round	WP shell	HEAT shell
Recharge Time	20 s	N/A	N/A	30 s	90 s	30 s	N/A	30 s	40 s	30 s
Defensive Special Ability	Sprint	Sprint	Sprint	Sprint	Sprint	N/A	N/A	Smoke screen	Smoke screen	Smoke screen
Recharge Time	20 s	20 s	20 s	20 s	20 s	N/A	N/A	45 s	45 s	45 s
Projectile Type	Straight	Straight	Straight	Straight	Straight	Straight	N/A	Straight	Straight	Straight
Fire Range	100 m	100 m	100 m	100 m	100 m	100 m	N/A	190 m	230 m	250 m
Max Direct Damage	321 against infantry, 46 against helicopters, 33 against ground vehicles	166 against infantry, 100 against ground vehicles	2,500	83	333	121	N/A	70	50	51
Armor Piercing	55 (rifleman and medic) 65 (machine gunner) 450 (AA soldier) 600 (AT soldier)	55 (rifleman and medic) 600 (AT soldiers)	30	55	55	80	N/A	175	250	500
Max Blast Damage	0	0	0	0	0	0	N/A	40	33	9
Blast Armor Piercing	0	0	0	0	0	0	N/A	120	120	120
Blast Radius	0	0	0	0	0	0	N/A	4 m	6 m	2 m
Target Ground Vehicles	Yes	Yes	No	No	No	Yes	N/A	Yes	Yes	Yes
Target Infantry	Yes	Yes	Yes	Yes	Yes	Yes	N/A	Yes	Yes	Yes
Target Air	Yes	No	No	No	No	Yes	N/A	No	No	No
Transport Infantry	No	No	No	No	No	Yes	Yes	No	No	No
Repairing HP	N/A	N/A	N/A	N/A	N/A	30/s	N/A	N/A	N/A	N/A

Unit Stats

	Armored Transport	Amphibious Armored Transport	Medium Antiair Vehicle	Heavy Antiair Vehicle	Medium Artillery	Heavy Artillery	Repair Tank	Heavy Attack Helicopter	Medium Attack Helicopter	Transport Helicopter	Scout Helicopter
	FV510 Warrior	Luchs	Gepard	Roland	FV432	LARS 110 SF 2	AAVR	A129 Mangusta	SA-341 Gazelle	SA-330 Super Puma	PAH-1
	1,000	850	850	N/A	1,200	N/A	N/A	N/A	1,200	850	800
	750	650	1,000	N/A	1,000	N/A	N/A	N/A	1,400	1,000	900
	1,100	1,000	650	900	900	1,900	900	N/A	1,400	1,000	900
	1,100	1,000	1,000	N/A	1,000	N/A	N/A	1,200	900	650	600
	18.2	16.9	13	13	18.2	45.5	19.5	15.6	15.6	13	11
	1,225	1,102	1,225	1,225	1,102	1,347	1,837	980	980	1,225	980
	16 m/s	12 m/s	14 m/s	14 m/s	16 m/s	9 m/s	14 m/s	34 m/s	36 m/s	30 m/s	40 m/s
	400/350/ 300/300	400/350/ 300/300	300/300/ 300/300	300/300/ 300/300	275/275/ 275/275	350/350/ 350/350	300/285/ 240/240	350/350/ 350/350	350/350/ 350/350	350/350/ 350/350	250/250/ 250/250
	145 m	145 m	150 m	150 m	120 m	120 m	90 m	250 m	250 m	175 m	300 m
	20 m	20 m	20 m	20 m	20 m	20 m	20 m	5 m	5 m	5 m	5 m
	AP rounds	Incendiary ammunition	Ground support	N/A	White phosphorus round	Deliver smoke screen	Emergency repairs	HOT missile	Mistral missile	N/A	IR scan
	45 s	25 s	10 s	N/A	20 s	40 s	30 s	50 s	30 s	N/A	20 s
	Smoke screen	Smoke screen	N/A	Smoke screen	N/A	N/A	Field repairs	Drop flares	Drop flares	Drop flares	Drop flares
	45 s	45 s	N/A	45 s	N/A	N/A	30 s	30 s	30 s	30 s	30 s
	Straight	Straight	Straight	Homing	Ballistic	Ballistic	N/A	Straight	Straight	N/A	Straight
	140 m	140 m	150 m	150 m	550 m	750 m	N/A	125 m	125 m	N/A	90 m
	185	158	714	233	175	300	N/A	61	183	N/A	63
	120	120	250	450	700	1,000	N/A	370	160	N/A	100
	246	168	0	133	125	294	N/A	91	174	N/A	103
	80	80	0	55	130	276	N/A	150	80	N/A	100
	4 m	4 m	0	10 m	20 m	12 m	N/A	7 m	4 m	N/A	4 m
	Yes	Yes	No	No	Yes	Yes	N/A	Yes	Yes	N/A	Yes
	Yes	Yes	No	No	Yes	Yes	N/A	Yes	Yes	N/A	Yes
	Yes	Yes	Yes	Yes	No	No	N/A	Yes	Yes	N/A	No
	Yes	Yes	No	No	No	No	No	No	No	Yes	No
	N/A	N/A	N/A	N/A	N/A	N/A	40/s	N/A	N/A	N/A	N/A

WORLD IN CONFlict

PRIMA OFFICIAL GAME GUIDE

Written by Michael Knight



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We want to hear from you! E-mail comments and feedback to mknight@primagames.com.

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